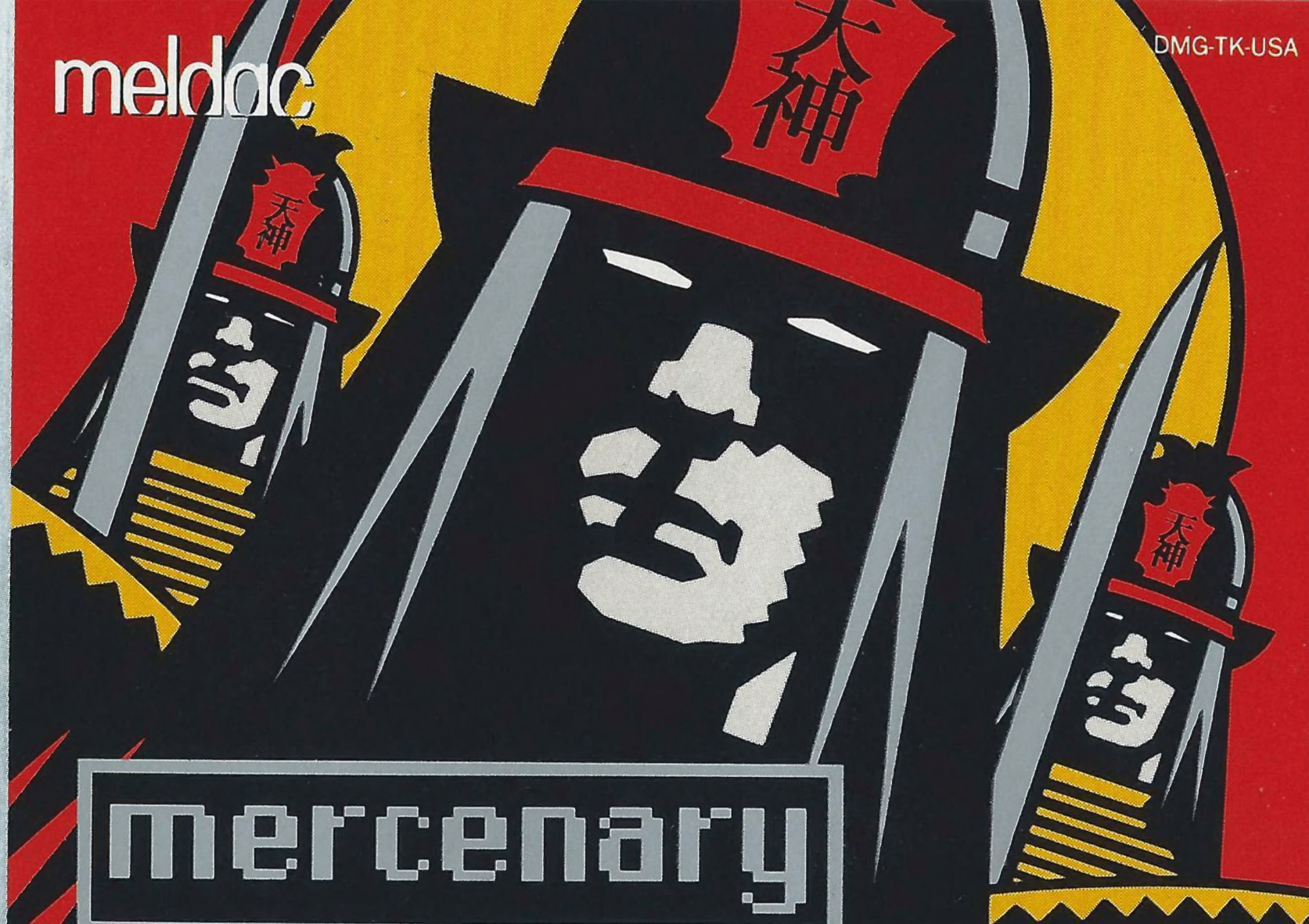


Nintendo

GAME BOY™

meldac

DMG-TK-USA



mercenary

FORCE™

INSTRUCTION BOOKLET

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Seal when buying games and
accessories to ensure
complete compatibility with
your Game Boy System

mercenary FORCE™

Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Store the Game Pak in its protective case when not in use.

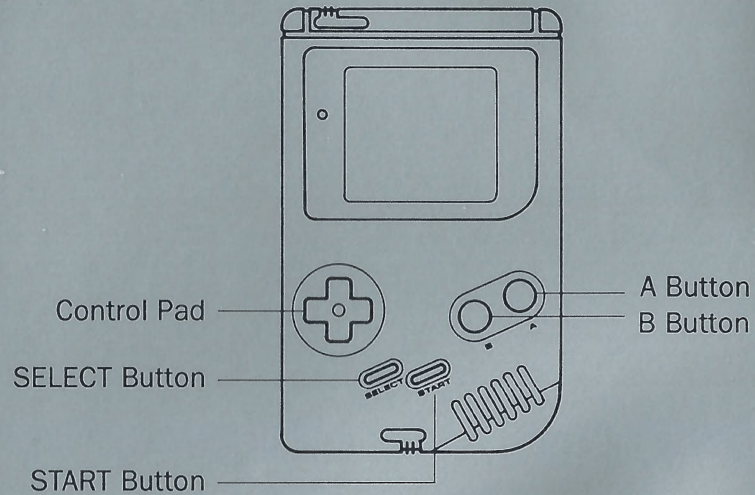
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Introduction

Over one hundred years ago during the mighty Shogun Era, the Lord of Darkness sent his fearsome army to terrorize the Japanese countryside. Using the Dark Lord's powerful magic, his evil minions spread famine, plague, and pestilence wherever they went, leaving the peaceful population hopelessly oppressed. All who challenged the wicked Lord were mercilessly slain as a warning to all those who had any further thoughts of rebellion.

Then one day while meditating, the great Shogun, Tokugawa, had a divine vision where he saw a small group of mighty warriors rise up to defeat the evil Lord. He immediately set out to recruit the five bravest and most skillful fighters in the land. After months of searching he was finally ready to put his dream into action. It was time to unleash the Mercenary Force.



How to use the Controller

- Control Pad:** Push to move the characters in eight different directions (i.e. vertically, horizontally, and diagonally).
- SELECT Button:** Push to change the leader(s) of a fighting formation.
- START Button:** Push to start, pause, and continue the game.
- A Button:** Push to shoot.
- B Button:** Push to change fighting formations.
- A + B Button:** Push both buttons simultaneously to transform the formation leaders into their spirit warrior counterparts.

How to play the Game

Mercenary Force is a completely new type of shooting game in which you can control up to four characters at a time in various strategic fighting formations. The outcome of the game depends on the specific warriors and fighting formations you choose, as they relate to the changing enemies and terrain.

There are six stages of the game, with each stage composed of twelve screens. Every stage is full of merciless enemies with a Boss enemy awaiting you at the end. The object of the game is to destroy all the enemies you encounter and pick up the coins that they leave behind. These coins will allow you to replenish the strength of your fighting team during a given stage and hire a new mercenary at the beginning of each new stage.

Starting the Game

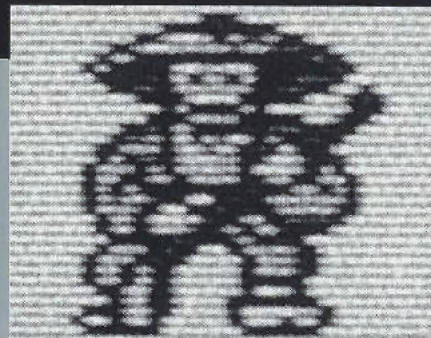
Insert the cartridge into the Game Boy™ unit in the direction indicated and turn on the power. The Nintendo title screen will appear followed by the Mercenary Force title screen and an illustration screen (Note: This is not a two-player game, therefore the Game-Link™ cable cannot be used.)

To start the game, press the START Button during the Mercenary Force title screen and the SELECT MODE will appear. Choose the members of your team using your available money. To pick a warrior, move the cursor to the desired character using the Control Pad, and then press the A Button. You can choose a specific warrior more than once. However, if you have less than ¥400, you will not be able to afford any character. The SELECT MODE will appear at the beginning of each stage. At that time, you will be able to add more characters to your mercenary force. The profiles of the different warriors are listed below using the following format:

Warrior Type

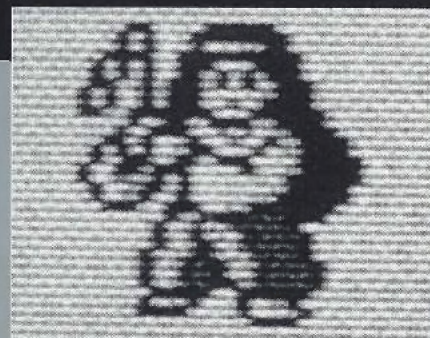
1. Name
2. Age: Horoscope Sign
3. Blood Type
4. Favorite Food
5. Fighting Strength (Number of hits the warrior can take)
6. Cost to Hire (Each warrior's cost is shown in Japanese yen)
7. Shooting Style

The five available warriors and their profiles are as follows:



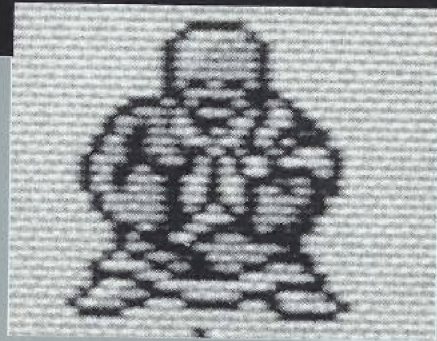
Servant

1. Kichi
2. 15; Pisces
3. AB
4. Barbecued Beef
5. 6
6. ¥400
7. Single-shot rifle



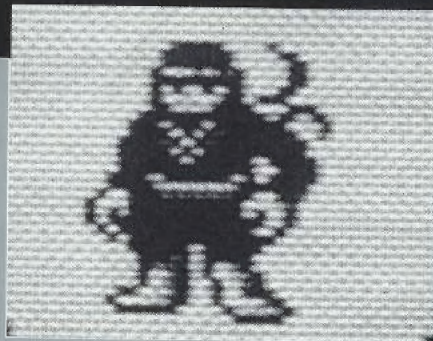
Mystic

1. Sakura
2. 19; Capricorn
3. B
4. French Cuisine
5. 8
6. ¥700
7. Vertical Bullets



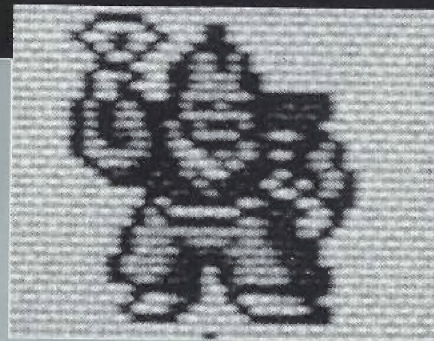
Monk

1. Nem-bo
2. 53; Virgo
3. 0
4. Red Beans
5. 9
6. ¥1,200
7. Diagonal Power Shots



Ninja

1. Tora
2. 18; Leo
3. A
4. Bananas
5. 10
6. ¥800
7. Short-range Shurikens
(Death Stars)



Samurai

1. Take
2. 21; Taurus
3. 0
4. Japanese Pancakes
5. 12
6. ¥800
7. Double Cross-bow

Fighting Formations

By successively pressing the B Button, you can align your Mercenary Force into one of four different fighting formations.

Formation of the Wind

This formation utilizes continuous shooting in a wide field attack.

Formation of the Forest

This is a more protective formation that allows the group to advance with fewer casualties.

Formation of the Fire

This grouping concentrates heavy fire power from the center of the formation and is ideal for fighting in narrow terrain where mobility is a problem.

Formation of the Mountain

This is the widest attack formation and is best used in open spaces. However, it can result in heavy casualties.

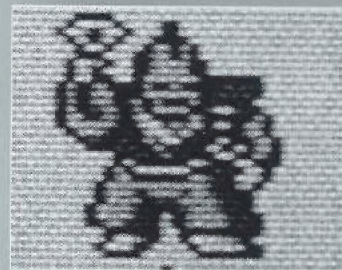


The formation leaders can be changed by pressing the SELECT Button. Choosing the right leaders will be instrumental in determining the effectiveness of a given formation. For example, in the Formation of the Forest, it is best to keep your weakest character in the back while the stronger warriors lead the attack. Your formation's strength and effectiveness is also affected by it's composition. For example, in the Formation of the Fire, the following two compositions will have drastically different effects:

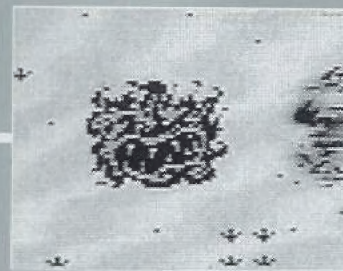
1. By using 3 servants, you can shoot forward repeatedly.
2. By using a Servant in front followed by a Monk and then a Mystic, you can fire in a 180 degree range.

Transformation Attack Mode

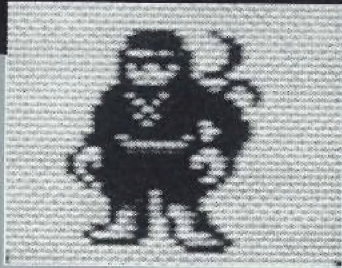
This mode allows your leader to change into his or her spirit warrior counterpart and cause great harm to the enemy. You enter the Transformation Attack mode by pressing the A and B Buttons simultaneously. Each character can be transformed into the following spirit warrior:



Warrior
Samurai



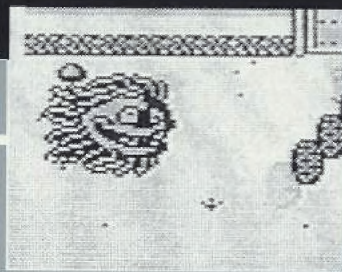
Spirit Warrior
Spirit of Fire



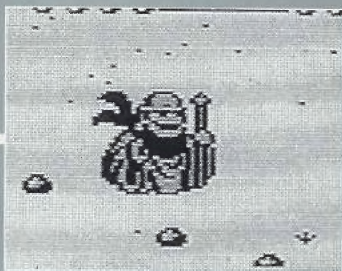
Warrior
Ninja



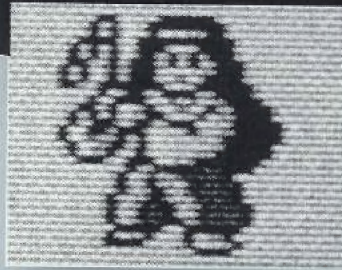
Warrior
Monk



Spirit Warrior
Spirit of the Wind



Spirit Warrior
Spirit of Time



Warrior
Mystic



Spirit Warrior
Spirit of Life

The servant has no spirit warrior counterpart, but he can deliver one deadly blow that clears the screen of all enemies.

The Transformation Attack mode can be a very effective strategy when use with planning, particularly against Boss enemies, when a warrior is very weak, or when there is only one character left. However, after a certain amount of time a transformed character will die (the servant will die immediately after delivering his screen clearing blow).

Special Features

During the course of your journey, you will encounter many Special Features such as Temples, Shrine, Seki's Cafes, and Daibutsu (very wise holy men). You can use these Special Features as resting places or as places to get help to complete your mission. You will find a fortune teller at the Shrines, a lucky feature awaits you at the Temples, and the Daibutsu can give your team more energy or resurrect a dead warrior. At Seki's Cafe, you can replenish your warriors' strength by purchasing the following items found on the menu:

- | | |
|-----------|---|
| Sushi: | Increases all warriors' strength by 1 point. |
| Medicine: | Increases the leader's strength by 3 points. |
| Tea: | Increases all characters' strength by 3 points. |

You can enter the cafe (and other places) by using the Control Pad to move the formation leader to the front door. The screen will then shift to the interior of the cafe. To select a menu item, use the Control Pad to find the desired choice and press the A Button. You can only buy as many items as your money will afford. To return to the GAME MODE, press the B Button.

Enemy Characters

You will encounter a total of 54 different types of demons in the game. The following are a few examples:



Razor Rat



Megacorn



Sky Dragon



Darcmere



Death Worm



Eyeclops

Hints for winning the Game

- 1) You will come across a Shrine in stage 2. If you like, you can try your luck by betting ¥100. If you have excellent luck, you will be visited by a special character in the final stage of the game. You will have a better chance to get an excellent result if you use the Mystic as your formation leader (only the leader gets to try their luck.)
- 2) There are special Seki's Cafes at the start of Stages 2 and 5. They both include a special menu item in place of tea. If you purchase this item, the leader of your group will be transformed into a stronger character. Therefore, it is best to use a weak character (e.g. the Servant) as your formation leader when you enter these cafes.
- 3) When you encounter the Daibutsu, you will have the option of spending ¥100, ¥200, or ¥400. If you spend ¥400, you will have better odds of obtaining a good result.

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90-DAY LIMITED WARRANTY:

Meldac of America Inc. ("Meldac") warrants to the original consumer purchaser that this Meldac Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Meldac of the problem requiring warranty service by calling: 1-213-286-7043.
Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. P.S.T., Monday through Saturday. Please Do Not send your PAK to Meldac before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by telephone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Meldac of America, Inc.
1801 Century Park East Suite 2210
Los Angeles, California 90067

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact Meldac at the phone number noted at left. If Meldac is unable to solve the problem by telephone, you will be advised of the approximate cost for Meldac to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Meldac, and enclose a money order payable to Meldac of America Inc. for the cost quoted you.

If after personal inspection, the Meldac PAK cannot be repaired, it will be returned and your payment refunded.

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